

## WIZARD 6.53

Garb: Yellow sash Armor: None  
Shield: None

Weapons: Any one-handed, non-hinged weapon under 4 ft in length; staff, spear, dagger. Use deducts from magic points.

Immunities: None Lives: 4 Lives

Weapons	Dagger	0
Cost	Short	2
Per 10	long	4
Points of magic	Spear	3
	Staff	2
Hinged, shields, bow	no	

### 1<sup>st</sup> Level Wizard

#### Bladesharp/Bludgeon(E)

E: The weapon deals one additional point of damage when slashing. May be **Simulcast** to stack up to 4 on one weapon allowing to deal up to 4 extra points of damage.

#### Cancel(S)

E: Negates own magic only.

#### Imbue Shield(E)

E: Shield can only be destroyed by a *Sphere of Annihilation* and is un-affected by other magic. Siege weapons kill use but shield unaffected.

#### Heat Weapon(S)

E: The weapon is considered useless for a count of 300. Works against any weapon, but not armor or shields. A mend spell will not restore the weapon, however a "new" one may be obtained from nirvana.

#### Honor Duel

E: Each contestant becomes completely immune to outside effects. At the end of the spell the winner must return to his base and tag in to return to the game, ignoring all wounds until arrival. If alive, the loser must do so as well. May not be members of the same team without the Reeve's permission. Spell is negated if no side achieves victory in a 300 count. Combat is limited to a reasonable area

#### Iceball

E: A direct hit to a person or equipment on them will freeze them. Player is "frozen" in place for 150 count. The victim may not move or speak in any form or fashion and they and their equipment cannot be effected in anyway, except where noted below. Beings protected from flame or immune to the school of flame may not be freed by a Fireball. One Fireball frees Two Fireballs kill

#### Magic Bolt

E: A direct hit on a person will kill or wound them just as if it were a throwing weapon. May be blocked by shields and weapons. Destroys one point of armor. Bounces do not count. It is not stopped by **Protection from Projectiles**.

#### Shove

E: Forces victim to back up 20 ft by telekinetically shoving them. Cannot force a person into a physically dangerous position. Will work against persons under effects of **Iceball**, **Entangle**, **Petrify** and **Sleep** magic.

#### Stun Weapon

E: Allows a thrusting weapon such as a spear or arrow to be used to subdue. Anyone immune to subdual effects (like barbarians) will take normal damage from a weapon bearing this enchantment.

#### Talk to Dead

E: Dead person must answer one "yes or no" question truthfully with "yes", "no", or "I don't, know".

### 2<sup>nd</sup> Level Wizard

#### Circle of Protection

E: Persons/items inside have ceased to exist, can't harm or be harmed by anyone, nor can they cast magic that affects anyone or anything outside the circle. Can't block or restrict access to an area, it doesn't exist on this plane. Can't be used as a cage, except to hold **Lich** enemies in. Enchantment is broken by use of the **Dispel** spell or the death of the caster. No one can enter without recasting the magic. No game item, nor person acting as game item may be put inside. Magic casters in these may cast verbal magic at others that are in the same Circle of Protection. Players outside the circle

can detect its presence (it is linked to this plane). May be removed by **Dispel Magic** or having an **Anti-Magic** fixed enchantment cast with the circle inside its area of effect.

#### Forcewall

E: Creates an impenetrable 10 ft wall. Starts only when all of the incantation is completed. Caster must remain within 100 ft. Forcewall blocks verbal magic

#### Harden

E: Makes object indestructible, except versus **Sphere of Annihilation** and relics. Cannot be placed on players, garb, armor. May be cast on shields

#### Hold Person

E: Victim's feet are frozen to ground for 100 count. May yell, fight or cast any magic that does not involve moving feet. May be cast while moving. Wizards do not require a spell book

#### Lightning Bolt

E: A direct hit to a person or object will destroy the person or object it strikes.

#### Liplock

E: Bearer cannot be forced to speak or otherwise respond to questions asked under **Talk to Dead** or similar magic. Does not affect Tracking ability. May be cast on unwilling **Mend**

E: Damaged item (or 1 pt of armor in 1 location **Invulnerability** armor and natural armor is repaired). Cannot negate the affects of **Heat Weapon**. If an enchanted item is mended, its enchantment stays intact.

#### Messenger

E: Person must go straight to destination, deliver message then return where spell was cast. Cannot harm or be harmed. This magic simulates telepathy.

#### Protection from Flame

E: Protects against all forms of flame, including all magic of the **flame** school. Treat the relic **Sword of Flame** and a sword enchanted with the druid spell **Flameblade** as dealing ordinary hits. Negates a **Fireball's** negation of **Iceball**, **Entangle** and cannot be stacked with **Flameblade**.

#### Wounding

E: Victim's limb is destroyed. Victim must be unwounded prior to spell casting. May be cast while moving. Wizards do not require a spell book or scroll to cast. Weak treat monsters are killed by this spell.

### 3<sup>rd</sup> Level Wizard

#### Anti-Magic

E: No magic of any kind (apart from the **Anti-Magic** itself) will work within the circle, though enchantments will reappear when removed from the affected area.

N: Class abilities that simulate magic will function within the **Anti-Magic**. **Dispel Magic**, if cast from outside the sphere of influence, will dispel **Anti-Magic**.

#### Dispel Magic

E: All spells and enchantments on a player are dispelled. **Reanimated** players die.

L: It does not affect class abilities or skills, does not affect the following: *neutral* magics of any type, any spell or enchantment already discharged (such as **Heal**), **Commune**, **Messenger**, **Teleport**, **Lost**, **Banish** or an **Honor Duel** victory passage. **Dispel Magic** can cancel **Anti-Magic** only if cast outside of, but within 20 ft of the periphery of an **Anti-Magic** circle. Will cancel **Protection from Magic**.

#### Extension

E: Doubles range of the magic for 1 use. If magic has no range, grants range of 20 ft.

N: Is used up when **EXTENSION** is said

#### Mutual Destruction

E: Both the wizard and the victim die.

L: The spell requires that the wizard die to take effect. If some effect prevents this, the spell has no effect.

#### Protection from Projectiles

E: Protects from all non-magic projectiles. Will stop **Siege Weapons** that are projectiles

Will not stop relic **Dagger of Infinite Penetration**.

#### Protect

E: Person is immune to the first hit of any kind or the first magic cast against him. This is one level of **Invulnerability**. May be stacked up to 2 times. May not be mended.

#### Touch of Death

E: Bearer of enchantment's touch kills (via either hand). Will work through clothing, but not armor.

#### Wind

I: Repeat x2: "*Sleeping force of wind I hail, Send you forth a mighty gale. Gentle sigh which once beguiled, make your breeze tornado wild Sirocco into cyclone gain, breeze become a hurricane. Make my enemy your foe, strike for me a telling blow. Scream down from the mountains high, sweep those fighters towards the sky. Cowards, heroes, fools the same, trapped within this deadly game. Strike at foes, leave friends behind, bite them with your teeth unkind. Buffet, whip them to the bone, toss them in a pile at home. Then whisper a gentle song, and return where you belong—Nestled 'gainst the azure sky, song in forest, willows' sigh.*"

E: All enemies in sight are blown back to their base.

#### Yield

E: Victim lowers weapons and surrenders to the caster, moving in straight line until at the caster's side where they may begin a 300 count. The caster may free the victim at any time for any reason. If they are not killed, after they have counted they may return to their base. May not be physically restrained to prevent this effect.

### 4<sup>th</sup> Level Wizard

#### Doomsday

E: All enemy in sight at the end of spell die.

#### Finger of Death

E: Person dies.

#### Fireball

E: Destroys anything it touches while it is moving even on a roll or foot shot (it discharges on all targets it touches not just the first thing struck). The wizard may state before throwing that the **Fireball** will "remain active". If this is done, they will continue to burn for two minutes after they come to a stop, destroying anything it touches for this entire duration. Weapons and shields held in the hand are considered separate items from the person holding them.

#### Imbue Weapon

E: Causes wounds inflicted by the weapon to kill, all limb hits are death.

#### Protection from Magic

E: Blocks all forms of magic, even beneficial magic such as **Heal** and **Resurrect**. Does not block class abilities. Treat weapons with enchantments as normal weapons (they still deal damage).

#### Pyrotechnics

E: Object is destroyed. Does not affect bases, relics, game items, items bearing the **Harden** enchantment, **Enchanted Shields** or any enchantments. Stopped by **Pro Magic** and **Pro-Flame**

#### Sever Spirit

E: Causes corpse to be impossible to **Resurrect**, **Reincarnate**, **Transform**, or raise from the dead in any manner. May only be used on dead bodies (undead creatures must be killed and then **Cured** before this spell will work on them, though see below). Will permanently kill undead creatures that are on their last life and will kill a **Lich** outright.

#### Teleport

E: Target goes to any one location of the caster's choice. Treat as out of game until at location. Must go straight to location. Should quietly tell reeve or teammate destination. May not be followed **Exception- Scout Tracking**. Location must be a fixed location. Cannot be used on unwilling targets. Teleported person noticed on first Arriving but not affected until last Arriving.

### 5<sup>th</sup> Level Wizard

#### Flight

E: Wizard is able to fly as long as they flap their arms and emit occasional piercing screeches. May only be cast on self. May not engage in melee (non-ranged) combat without landing, if this is done the magic is ended and the wizard may be attacked normally. Immune to projectile attacks from within 20 ft.

#### Lich

M: 10 ft. strip of yellow cloth. handout (**Lich**) After having died his last natural death, the wizard returns as a **Lich**. A **Lich** is bound to the place where he died, trapped within the small circle of earth they are neutral (not on any team), but like any monster can be bribed or convinced for help or enchantments. May not be within 100ft. of a base. May never move or be moved except when dead. While the wizard is dead, may be moved but not more than 100 ft. from its original location **Lich** has all the wizards per life spells as though it is an additional life plus all other magic the wizard had not yet expended before becoming a lich. A **Sever Spirit** or **Dispel** will kill a **Lich**. A **Lich** is considered to be a wizard and undead and may still die from normal means.

#### Reanimate

E: Person lives again for a 150 count as if they had never died. **Dispel** will kill, must wear yellow cloth. **Reanimate** is an enchantment, person does not retain enchantments carried before death unless they are able to bear two enchantments IE Wizard or Scout stack

### 6<sup>th</sup> Level Wizard

#### Defend

E: Confers 1 level of **Invulnerability** as per the spell **Protect** and **Protection from (Magic, Projectiles or Flame**, choose one) while allowing the wizard to still cast magic without it being removed from him as per a normal enchantment.

#### Killing Grounds

E: All within circle die. May not be used with **Extension** or within 50' of a base or fort. No other **fixed enchantment** may exist within its radius (regardless of who cast it) n not be cast if one is already in place

#### Sphere of Annihilation

E: Will destroy anything and everything; even **Enchanted**, **Harden** or **Protected** items, and targets with any type of defenses with the exception of **invulnerability**. Counts as one hit against **invulnerability**. Weapons and shields are considered separate items from the person holding them. **Invulnerability** does work against this magic, and **Pro-Magic** stops this. **Stack**

E: You may place one extra enchantment on a single player for the life of the recipient for the battle game. May not be used on self, nor may it be **Stacked** on itself. May not be used with enchantments cast by other players. May not be used with class abilities. The 6th level scout ability and this spell do not stack. Only stack or a scout's ability can be used on a given life (scout's choice).

N: The cost must still be paid for the two enchantments to be used.

#### Transform

E: Player sacrifices lives as listed in the monster section to play a monster for one life. L: May only be cast on a willing recipient. When a player is playing a summoned monster, their player persona is considered out of the game, and is not used. Restricted to the following monsters: *Mummy*, *Dryad*, *Unicorn*, *Siren*, *Goblin*, *Pegasus*, *Skeleton*, *Warhorse*. Must be approved by the appropriate group officers.

# Wizard 6.53

## Magic

Cost/	Magic Name (type)	Range	Use	Materials	School	Incantation/effect
Max	<b>1st Level</b>					
	1/4	Bladesharp/Bludgeon (E)	1/Game	Yellow Ribbon	Sorcery	"Improve this weapon"(x10) simul
Always taken (free)	0/-	Cancel (N)	50ft	Unlimited	Sorcery	"I cancel my magic"(x2)
	1/4	Imbue Shield (E)	1/Game	Yellow Ribbon	Protect	"Imbue this shield"(x10)
	1/4	Heat Weapon (S)	20ft	1/Life	Flame	"By the power and might of the sun, I heat that (weapon)"(x2)
	1/-	Honor Duel (S)	20ft	Unlimited	Sorcery	"both names" "Remain this duel pure"(x5)
	1/2	Iceball (B)	1 Bolt/U	White Magic Ball	Subdual	"Iceball"(x5)
	1/4	Magic Bolt (B)	1 Bolt/U	Blue Magic Ball	Sorcery	"Magic bolt"(x5)
	1/4	Shove (S)	20ft	1/Life	Sorcery	"I shove thee"(x5)
Always taken (free)	0/-	Stun Weapon (E)	Unlimited	Yellow Ribbon	Subdual	"May this weapon stun its victim"
	1/-	Talk to Dead (S)	1/Game	Dead person	Spirit	"Speak to me"(x10)

<b>2nd Level</b>						
	2/-	Circle of Protection (FE)	Unlimited	10 ft Cloth	Sorcery	"Circle of protection"(x5)
	1/4	Forcewall (FE)	1/Game	10 ft Yellow Cloth	Sorcery	"Forcewall"(x10)
	1/4	Harden (E)	1/Game	Yellow Ribbon	Protect	"Harden this (name of item)"(x5)
	1/4	Hold Person (S)	20ft	1/Life	Subdual	"I command you to stop"(x3)
	1/4	Lightning Bolt (B)	1 Bolt/U	Yellow Magic Ball	Flame	"Lightning bolt"(x5)
	2/-	Liplock (E)	Unlimited	Yellow Ribbon	Sorcery	"Remain the truth still"(x5)
	1/4	Mend (S)	1/Life		Sorcery	"Make this item whole again"(x10)
	1/-	Messenger (E)	1/Game	Yellow Ribbon	Sorcery	"Safe passage unto you"(x10)
	1/4	Protect from Flame (E)	1/Game	Yellow Ribbon	Protect	"Protection from the element of Fire"(10)
	2/2	Wounding (S)	20ft	1/Life	Death	"From my heart, I strike off your right/left arm/leg"(x2)

<b>3rd Level</b>						
	2/-	Ambidexterity (N)	Unlimited		User may cast	magics with either hand
	1/2	Anti-Magic (FE)	1/Game	50ft line, yellow markers	Sorcery	"May all forms of magic forsake this place"(x20)
	1/4	Dispel Magic (S)	20ft	1/Game	Sorcery	"I dispel that magic"(x5)
	1/2	Extension (N)	1/Life		"Extension (spell)"	Doubles range;touch becomes 20ft
	1/4	Mutual Destruction (S)	50ft	1/Game	Death	"I call for our deaths"(x5)
	1/4	Pro-Projectiles (E)	1/Game	Yellow Ribbon	Protect	"Protection from projectiles"(x10)
	1/2	Protect (E)	1/Game	Yellow Ribbon	Protect	"May this magic protect you"(x10)
	1/4	Touch of Death (E)	1/Game	Yellow Ribbon	Sorc/Death	"Touch of death"(x20)
	2/2	Wind (S)	LOS	1/Game	Sorcery	See next page
	1/2	Yield (S)	50ft	1/Game	Control	"Yield thy arms and resist no longer, come unto me and be my captive"(x3)

<b>4th Level</b>						
	2/1	Doomsday (S)	LOS	1/Game	Death	"Doomsday 1...Doomsday 350"
	1/4	Imbue Weapon (E)	1/Game	Yellow Ribbon	Sorcery	"Imbue this weapon"(x10)
	2/2	Finger of Death (S)	50ft	1/Game	Death	"I call for your death"(x5)
	2/2	Fireball (B)	1 Bolt/U	Red Magic Ball	Flame	"Fireball"(x5)
	1/4	Pro-Magic (E)	1/Game	Yellow Ribbon	Protect	"Protection from all forms of magic"(x10)
	1/4	Pyrotechnics (S)	50ft	1/Game	Flame	"I call upon the element of fire to destroy that (item)"(x5)
	2/4	Sever Spirit (S)	1/Life	Dead body	Spirit	"On life thou hast no hold, the corpse is growing cold, discard this empty husk, thy spirit resides at dusk."(x2)
	1/4	Teleport (S)	1/Game		Sorcery	"Teleport"(x5);"Arriving"(x5)

<b>5th Level</b>						
	1/1	Advancement (N)	1/Game		Neutral	May purchase 3 points of 1st level magic.
	2/4	Flight (E)	1/Game		Sorcery	"Wouldn't it be nice to fly way up in the cloudy sky, looking through the falcon's eye, at the world that's drifting by?"
	1/4	Lend (N)	1/Game		Neutral	May lend magic to another wizard.
	1/2	Lich (E)	1/Game	10ft Yellow Ribbon	Spirit	Bound to circle made from ribbon.
	1/4	Reanimate (E)	1/Game	Yellow Ribbon	Spirit	"Rise and fight again"(x10)
	2/1	Vivify (N)	1/Game		Neutral	Gives the Wizard one extra life

<b>6th Level</b>						
	2/1	Defend (E)	1/Game	Yellow Ribbon	Protect	"Power defend me"(x5)
	2/1	Expertise (N)	1/Game		Neutral	May purchase 4 <b>points</b> of second level magic.
	2/1	Killing Grounds (FE)	1/Game	20ft radius, yellow bound	Death	"Poison seep, venom creep, flesh in mossy graves yet deep, Rise from your undreaming sleep, bide and soon make mortals weep"(x3) Trigger:"Rise up now, receive thy pay, the promised time has come, now slay."
	2/1	Sphere of Annihilation (B)	1 Bolt/U		Sorcery	"Sphere of annihilation"(x5)
	1/4	Stack (N)	1/Game		Neutral	May place one extra enchantment on one player.
	2/1	Transform (E)	1/Game	Yellow Ribbon	Sorcery	"I transform thee into a (monster)" while dresses